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(54) **Wireless interactive electronic toy**

(57) Wireless interactive gaming system where users can engage in a solo play mode to collect components to build warriors. The user uses the collected components to build a warrior that can be used to attack oth-

er game units. Communication can occur with or without handshaking. Warriors are created from a head, body, and tail with varying abilities and with a pre-programmed attack sequence.

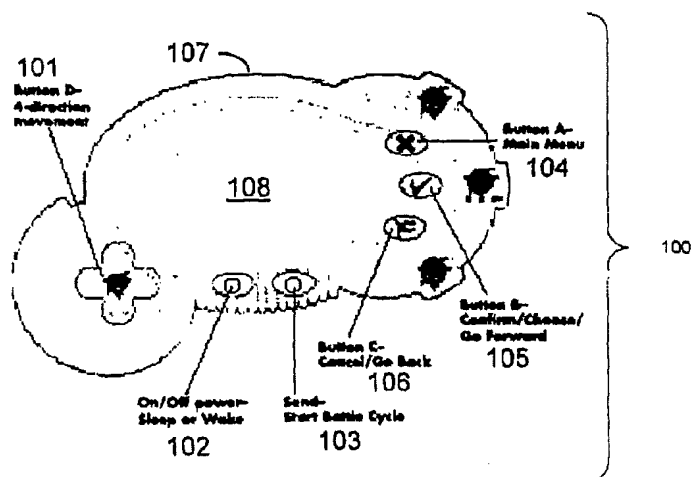


FIG. 1A